



GNOBLARS



Devious little creatures obsessed with scooping up scrap metal and other detritus, Gnoblars perform a variety of tasks for their ogor masters, including charging into battle in a vast screeching mob.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharp Stuff	8"	1	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Motley Assortment of Weapons	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Gnoblars has any number of models, each armed with Sharp Stuff and a Motley Assortment of Weapons.

GROINBITER: 1 model in this unit can be a Groinbiter. Add 1 to the Attacks characteristic of that model's Motley Assortment of Weapons.

ABILITIES

Screeching Horde: *Gnoblars are surprisingly dangerous in large numbers.*

Add 1 to the Attacks characteristic of this unit's melee weapons while it has 10 or more models.

Trappers: *These cunning creatures specialise in fighting dirty and laying nasty traps.*

Roll 1 dice for each enemy unit that is within 3" of a model from this unit after that enemy unit finishes a charge move. On a 6, that enemy unit suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, GROT, OGOR MAWTRIBES, GUTBUSTERS, GNOBLARS